U/SNS-AYKE-USA

TAITO Hint Line

1-900-28 TAITO (U.S.)

- $.75/min for recorded hints
- $1.25/min for live hints
- Must be 18 years or older
- Touch-tone phone only

1-900-451-4824 (Canada)

- $1.25/min for recorded hints

TAITO®

Taito America Corporation
390 Holbrook Drive, Wheeling, IL 60090

PRINTED IN USA

TAITO®

BUST-A-MOVE™

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THANK YOU FOR BUYING

BUST-A MOVE™

Official Nintendo Seal of Quality®

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

HOW TO START 4
OPTION SCREEN 5
CONTROLLER SETTINGS 6
1P PUZZLE MODE 7
2P VS. MODE 10
CHALLENGE RECORD 12
ITEMS 13
TIPS 14
WARRANTY 15

HOW TO START

Hey, all you puzzle-playing game gurus—it's time to blast some bubbles in Bust-A-Move! Follow the instructions below to get going on all the bubble-bursting action.

With the power turned OFF, insert the Bust-A-Move Game Pak into the Super Nintendo Entertainment System (SNES) Control Deck and switch the power ON. When the Title Screen appears, you may either watch the Demo Screen, or press the Start Button to bring up the Options Screen. Use the directional Control Pad to move the cursor to one of the four options, and press B to select it. Each of these choices are described in detail later.

DEMO SCREEN

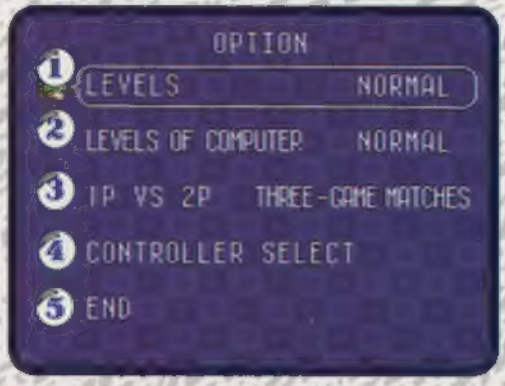
You may watch the Demo Screen at the beginning for some helpful tips, or press Start to skip it.

OPTION SCREEN

Because not all bubble blasters are the same, Bust-A-Move gives you the option of controlling the different variables of the game and customizing your own settings.

1 LEVELS

The Levels option allows you set the difficulty level for your own game. You can choose from Difficult, Normal or Easy.



2 LEVELS OF COMPUTER

The Levels of Computer option allows you to set the difficulty level for your computer opponent. This way, you can set a handicap in the Vs. Battle.

3 1P VS. 2P

The 1P Vs. 2P option allows you to determine the number of games played when taking on a human opponent in the 1P Vs. 2P Mode. You may choose a one game sudden-death match, or try a best of 3, 5 or 7 game series.

4 CONTROLLER SELECT

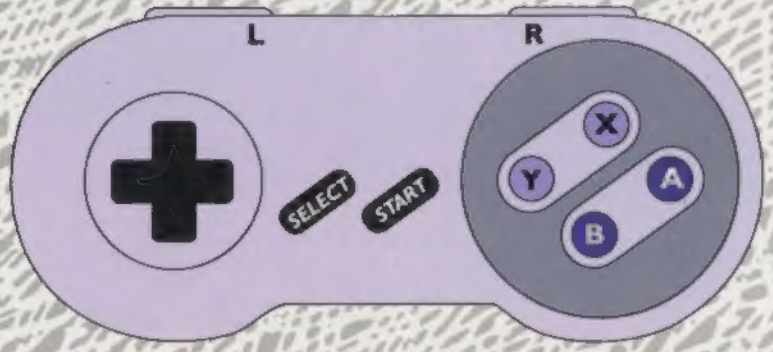
You may use this option to assign your own SNES controller functions to each button.

5 END

Choose End to begin play.

CONTROLLER SETTINGS

Bust-A-Move makes it as easy as possible for you to bust those bubbles by allowing you to customize the controls any way you'd like. Just choose the Controller Select option.



CONTROLS CONTINUED...

The **MOVE FAST** setting moves the Bubble Launcher right and left quickly, the **MOVE SLOW** setting fine tunes the Launcher's movement and **FIRE** launches a Bubble. **NO USE** is for buttons which aren't being used currently. To change any or all of the default settings, press the Control Pad up and down to highlight the button you want to change, then press right or left between the choices. You can also use the A or B button instead of the left or right of the Control Pad. Choose **End** to return to the main menu.

1P PUZZLE MODE

1P PUZZLE MODE is for the bubble shooter who is going solo. There are a total of 100 Rounds to shoot your way through. You can either start from the beginning, or enter a password to continue from a higher level you reached previously.

1 CURRENT SCORE

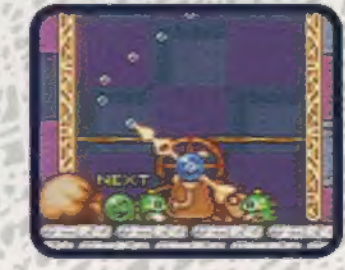
The meter at the top of the screen keeps track of you. The better your maneuvers, the more you'll score. Blast those bubbles and keep racking up the points!

2 BUBBLES

Not all the Bubbles in Bust-A-Move are the same. There are eight colored Bubbles and three special Bubbles.

3 BUBBLE LAUNCHER

The Bubble Launcher blasts the bubbles to the top. The one in the center is the one that will be fired next.



1P MODE STEPS

1 DECIDE THE DIRECTION

Use the directional Control Pad to the direction you want to shoot. Be sure to line up your sights carefully!

2 SHOOT A BUBBLE

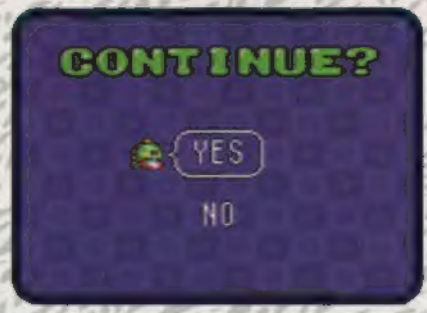
The goal is to shoot your colored Bubble so that it touches a group of two or more Bubbles of the same color. This causes that group to break. If you don't move fast enough, the "Hurry Up" signal appears, and you'll have five seconds to shoot. The faster you can clear the round, the higher your score will be, so don't dawdle!

3 FINISH A ROUND

Once you eliminate all the Bubbles on the screen, the Round is clear. There are 100 Rounds in all.

WHEN IT'S ALL OVER

Even the best Bust-A-Move Bubble Manipulator is going to have rounds that are just too tough to beat. Don't worry, though! When the round is over, you'll advance to a continue screen where you can choose "Yes" to continue, or "No" to go to the Game Over screen.

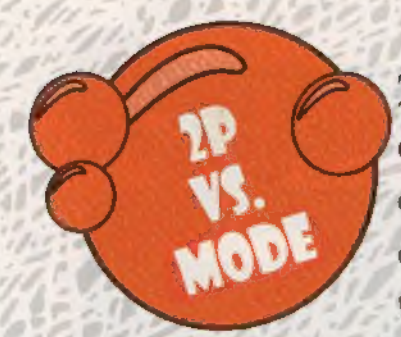


CONTINUE

You'll have up to seven chances to continue, but those who use the fewest numbers of continues have a chance to see the best of three possible endings!

THE PASSWORD SYSTEM

When it's time to take a break, just write down the password shown at the Game Over screen. That way, you may continue from the same spot later.



2P VS. MODE is the perfect way for one player to try his luck against a challenging computer-controlled opponent, or for two players to get together and test their Bubble busting moves against each other. Either way, it's you against the ever-growing stack of Bubbles!

1 PLAYER 1

2 PLAYER 2 OR COMPUTER

3 BUBBLE GAUGE

Make things difficult for your friend! Fill the Gauge by bursting a group of Bubbles, then break another. The Bubbles in the Gauge will go into Player 2's field.

4 SCORE

In a "best of" series, the score is kept at the bottom of the screen. The player that wins the majority of the total matches is the winner.

VS. MODE STEPS

Select 2P VS. MODE from the Main Menu, then choose to play against a computer-controlled opponent, or against a human player. Next, set the difficulty level for each player to allow for differences in their skill. The object is to eliminate all your Bubbles before your opponent can. A player loses the match if his Bubbles cross the line at the bottom of the screen. When the series is a draw, you'll play one last game to determine the outcome of the series. If the bonus game is a draw, then the series will end in a draw.

VS. COMPUTER BATTLE

The rules of the VS. COMPUTER battle are the same as those in the VS. MODE, except you can only play a series of three matches. This is a tough one, though -- there are a total of ten computer controlled opponents to take on, and each is harder than the previous one.

CHALLENGE RECORD

CHALLENGE RECORD Mode is a one-player mode that challenges you to beat the world's Bubble busting record. If you're up for the challenge, get ready to Bust-A-Move!

1 CURRENT SCORE

2 BUBBLES

This meter in the corner keeps track of the total number of Bubbles you've broken.

CHALLENGE MODE STEPS

The object of Challenge Record Mode is to break as many Bubbles as you can, while racking up large amounts of points. As soon as you bust Bubbles, more appear. There is a bonus if you're able to clear all the Bubbles from the screen, then you continue with a fresh screen full of Bubbles. The game isn't over until you make a mistake. Your results are then displayed.

ITEMS

In addition to the eight colored Bubbles, there are four special Bubbles that will come in handy throughout the course of Bust-A-Move. Read on for all the details.

THUNDER BUBBLE

This Bubble shoots Thunder horizontally from where it lands and breaks out the Bubbles in its path.

FLAME BUBBLE

The Flame Bubble breaks all groups of Bubbles that are the same color as the ones it touches.

WATER BUBBLE

The Water Bubble breaks individual Bubbles of the same color around the area in which it lands.

Now that you all are Bust-A-Move experts, you'll start to develop your own tips, tricks and strategies, then bust out the Bubbles with the best of them. Here are a few more:

1 USE THE WALL

To send a Bubble to a hard - to - reach spot, use the wall. Like in billiards, if you hit the right place, the Bubble will bounce right over.

2 WAIT FOR BUBBLES

When the Bubble you get isn't the Bubble you need, just wait for the right one. Then, you can get rid of the useless ones all at once.

3 BREAK THE JOINT

All Bubbles stick to the top bar. If you break a group that is sticking to the top bar, all the ones connected below will fall.

TAITO AMERICA CORPORATION LIMITED WARRANTY

Taito America warrants to the original purchaser of this Taito product that this game pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito product is sold "as is" without express or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from the use of this product. Taito agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Taito product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Taito product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TAITO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANT-ABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TAITO BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TAITO PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Taito America Corporation
390 Holbrook Drive, Wheeling, IL 60090
(708) 520-9280